

Count of FeatureCategory			RepairStatus				
Branch	Div	PtType	Completed	Identified for Repair	In Progress	Grand Total	% Completed by Div. Total
Branch II	DIV A	Drop Point		1		1	
		Fence Damage		3		3	
		OIL		1		1	
	DIV A Total			5		5	
	DIV D	Drop Point		1		1	
		DIV D Total		1		1	
	DIV E	Drop Point		1		1	
		DIV E Total		1		1	
	DIV G	Drop Point		1		1	
		Staging Area		1		1	
		DIV G Total		2		2	
	DIV K	Staging Area		1		1	
		DIV K Total		1		1	
	DIV L	Chipping Slash		1		1	
		Road Repair Needed		2		2	
	DIV L Total			3		3	
	DIV M	Chipping Slash		5		5	
		Drop Point		1		1	
	DIV M Total			6		6	
	DIV O	Chipping Slash		2		2	
		Drop Point		2		2	
		Fence Damage		12		12	
		Gate Damage		1		1	
		Water Development Damage		1		1	
	DIV O Total			18		18	
	DIV Q	Drop Point		3		3	
		Other Sensitive Resource		1		1	
	DIV Q Total			4		4	
	DIV U	Chipping Slash		1		1	
		Helispot		1		1	
		Other		2		2	
		Other Sensitive Resource		1		1	
		Road Repair Needed		1		1	
		Road Sign Damage		1		1	
		Water Bar		1		1	
		Wilderness Incursion		2		2	
	DIV U Total			10		10	
	DIV W	Chipping Slash		2		2	
		Drop Point		2		2	
		Fence Damage		2		2	
		Lop & Scatter Trees		1		1	
		Other Sensitive Resource		5		5	
		Road Repair Needed		1		1	
		Safety Zone		1		1	
		Stream Crossing		1		1	
		Structure Wrap		1		1	
		Water Bar		1		1	
	DIV W Total			17		17	
	DIV X	Chipping Slash		5		5	
		Drop Point		3		3	
		Fence Damage		7		7	
		Helispot		4		4	
		OIL		3		3	
		Road Repair Needed		1		1	
		Stream Crossing		1		1	
	DIV X Total			24		24	
	DIV Y	Fence Damage		1		1	
		Other		1		1	
	DIV Y Total			2		2	
	Groups	Chipping Slash		13		13	
		Culvert Damage		2		2	
		Drop Point		5		5	
		Fence Damage		25		25	
		Hazard Tree		2		2	
		Lop & Scatter Trees		2		2	
		Noxious Weeds		1		1	
		OIL		2		2	
		Other		3		3	
		Road Repair Needed		6		6	
		Staging Area		1		1	
		Stream Crossing		4		4	
		Trail Damage		1		1	
		WS		4		4	
	Groups Total			71		71	
	(blank)	Dozer Push	3			3	
		Drop Point	1			1	
		Fence Damage	2			2	
		Road Repair Needed	4			4	
		Water Bar	3			3	
	(blank) Total		13			13	100
Branch II Total			13	165		178	
Branch X	DIV AA	Chipping Slash		1		1	
		Fence Damage		3		3	
	DIV AA Total			4		4	
	DIV CC	Chipping Slash		5		5	
		Culvert Damage		1		1	
		Dozer Push		1		1	

Branch X	DIV CC	Drop Point		1		1	
		Fence Damage		1		1	
		Other		1		1	
		Stream Crossing		1		1	
	DIV CC Total			11		11	
	DIV EE	Drop Point		1		1	
		Fence Damage		1		1	
		HazMat Site		3		3	
	DIV EE Total			5		5	
	DIV GG	Culvert Damage		1		1	
		Fence Damage		7		7	
		Road Repair Needed		1		1	
	DIV GG Total			9		9	
	DIV HH	Chipping Slash		1		1	
		Fence Damage		1		1	
	DIV HH Total			2		2	
	DIV KK	Chipping Slash		1		1	
		Drop Point		1		1	
		Fence Damage		3		3	
	DIV KK Total			5		5	
	DIV MM	Chipping Slash		8		8	
		Fence Damage		5		5	
	DIV MM Total			13		13	
	DIV OO	Fence Damage		1		1	
	DIV OO Total			1		1	
	DIV PP	Chipping Slash		3		3	
		Drop Point		3		3	
		Fence Damage		6		6	
	DIV PP Total			12		12	
	DIV QQ	Drop Point		2		2	
		Fence Damage		9		9	
		Noxious Weeds		2		2	
		Road Sign Damage		1		1	
		Water Bar		3		3	
		Water Development Damage		1		1	
	DIV QQ Total			18		18	
	DIV RR	Chipping Slash		1		1	
		Culvert Damage		2		2	
		Drop Point		2		2	
		Fence Damage		30		30	
		Other		1		1	
		Road Repair Needed		3		3	
		Safety Zone		1		1	
		Sensitive Plant Species		1		1	
		Stream Crossing		1		1	
		Trail Damage		1		1	
		Water Bar		5	1	6	
		Water Development Damage		6		6	
	DIV RR Total			54	1	55	
	DIV TT	Culvert Damage		3		3	
		Dozer Push		2		2	
		Drop Point		2		2	
		Fence Damage		3		3	
		Helispot		1		1	
		Noxious Weeds		1		1	
		Road Repair Needed		1		1	
		Safety Zone		2		2	
		Staging Area		1		1	
		Stream Crossing		1		1	
	DIV TT Total			17		17	
	DIV UU	Other Sensitive Resource		2		2	
		Road Repair Needed		2		2	
		Water Development Damage		1		1	
	DIV UU Total			5		5	
Branch X Total				156	1	157	
Grand Total			13	321	1	335	